

May 11, 2000

Dear Member of the Media,

Infogrames has had quite an exciting year, adding such well-known companies as GT Interactive to its family. We invite you to join us at our booth (#1100 in the South Hall) to experience Infogrames' largest E3 lineup in its history. With more than 60 titles spanning six platforms, Infogrames' lineup is sure to impress you!

Due to the growth in our organization, our PR team has expanded as well. Below you'll find a list of current US press contacts. International press contacts can be found in the enclosed electronic press kit.

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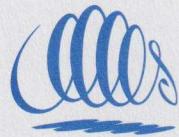
Should you have any questions, please don't hesitate to call upon any of us. Enjoy the show!

Sincerely,

Erica Krishnamurthy
Vice President Corporate Communications
Infogrames, Inc.

INFOGRAMES, INC.

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www.us.infogrames.com

**INFOGRAMES**
Corporate Overview**Founded:** 1983**Employees:** 2400 worldwide
1000 in North America**Headquarters:** Lyon, France (Infogrames Entertainment global headquarters)
New York, NY (Infogrames, Inc headquarters)**Other Offices:** France, United Kingdom, Benelux, Spain, Portugal, Germany, Greece, Switzerland, Canada, Brazil, India, China, Australia, Japan**Revenue:** 1998/1999 global revenues of \$316 million, up nearly 37% from the previous year**Overview:** Infogrames is a global publisher of interactive entertainment software. Founded in 1983, the company is one of the largest entertainment software companies in the world. Infogrames currently develops and distributes award-winning computer and video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® 64, Nintendo® Game Boy Color, Sega® Dreamcast™, and personal computer platforms.**Licenses:** Infogrames is known for its long list of well-known licenses spanning cars, movies, cartoons, athletes, sports leagues, and more. Some of the company's key licenses include Warner Bros Looney Tunes™, Mission Impossible™, Le Mans™, AM General's Hummer®, Harley Davidson™, and Dodge® Viper.**Franchises:** Infogrames' 17-year history has produced many award-winning franchises, such as Test Drive®, Independence War™, Hardball®, V-Rally™, and Alone In The Dark™. Other notable franchises in the Infogrames lineup include Driver, Unreal and Deer Hunter. With more than 60 titles in development in the year 2000, Infogrames plans to create many exciting new franchises.**Developers:** Although Infogrames has internal development teams comprised of over 800 people, it also works with external developers, some of the best in the industry.

- Pitbull Syndicate (Test Drive, Demolition Racer)
- Appeal (Outcast)
- Reflections (Driver)
- Particle Systems (Independence War)
- Eden Studios (V-Rally)
- Eutechnyx (Test Drive Le Mans)
- DarkWorks (Alone In The Dark)

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Distribution: Infogrames distributes its software directly through a network of over 30,000 outlets in Europe and an additional 18,000 in the U.S.

Management: Infogrames Entertainment
Bruno Bonnell, chairman & CEO
Thomas Schmider, president & COO
Olivier Carton, CFO
James North-Hearn, head of development
Jean-Phillipe Agatti, head of publishing

Infogrames, Inc.
Yves Legris, COO
Denis Guyennot, COO
David Fremed, CFO
Wim Stocks, senior vice president of sales
Yves Blehaut, senior vice president and general manager of San Jose label
Mike Haller, senior vice president and general manager of I-Stars label
Arra Yerganian, senior vice president of marketing

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Welcome To The Game Nation

The History Of Infogrames

Infogrames Entertainment was founded in 1983 by Bruno Bonnell, Christophe Sapet and Thomas Schmider with the vision of becoming the premier provider of interactive entertainment software. This vision is built upon the belief that Infogrames will transport all of its customers into a new world of entertainment through the power of imagination, innovation and the energy of its people. Today, the company proudly ranks as one of the world's top ten publishers of interactive entertainment software with a catalogue of over 1,000 titles and a direct-sales and third-party distribution network covering over 57 countries.

Headquartered in Lyon, France, Infogrames is Europe's biggest and most successful entertainment software publisher. Infogrames has offices in dozens of countries around the world and over the past year has gained a presence in the North American market as well. Subsequent to the close of the fiscal year on June 30, 1999, the company completed a transaction to acquire a 70% equity interest in GT Interactive Software. As a consequence of this development Infogrames has established a major presence in the North American market place and transformed itself into a global leader. In the coming years, Infogrames will add the Japanese market to its growing global presence as it begins preparation to open a new office in Japan.

Infogrames currently develops and distributes award-winning computer and video games for PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® 64, Nintendo® Game Boy Color, Sega® Dreamcast™, and personal computer platforms. The company's 17-year history has produced many award-winning franchises, such as Test Drive®, Independence War™, Hardball®, V-Rally™, and Alone In The Dark™. Other notable franchises in today's Infogrames lineup include Driver, Unreal and Deer Hunter. With over 60 titles in development in the year 2000, Infogrames plans to create many exciting new franchises for the new millennium.

The company is also known for its long list of well-known licenses spanning cars, movies, cartoons, athletes, sports leagues, and more. Some of Infogrames' key licenses include Warner Brothers' Looney Tunes™, Mission Impossible™, Le Mans™, AM General's Hummer®, Harley Davidson™, and Dodge® Viper.

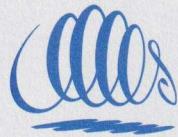
Infogrames has always been in the business of creating new worlds. Whether real or imaginary, these worlds have been brought to life through the experience of video gaming, creating a billion-dollar pastime for every age. Creative and management resources, together with the company's size, scope and vision, have established Infogrames as a leading video game publisher and developer with the ability to communicate a single vision in markets across the globe.

Entertainment is the key to Infogrames' products, but a big part of Infogrames' philosophy is that all of the company's games should give something more to the consumer. Our products are about growth and reward as well as entertainment. The best games are designed to facilitate growth in the person who is playing, whether that growth is hand-eye coordination, logic skills or simply a sense of wonder and inspiration, it should be integral within the game.

Infogrames welcomes you to this world of wonder; we welcome you to our Game Nation!

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Booth # 1100

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INFOGRAMES, INC. AND TRANSWORLD MEDIA SIGN STRATEGIC LICENSING AGREEMENT

Infogrames To Launch New Line of Alternative Sports Video Games in Partnership with the World's Leading Sports Magazine Publisher

LOS ANGELES, CA – May 11, 2000 –Infogrames, Inc. (Infogrames), a leading publisher of interactive entertainment software, announced today that it has signed an exclusive, worldwide licensing agreement with the leading alternative sports magazine publisher, TransWorld Media (TransWorld), a division of Times Mirror Magazines. Infogrames will develop and publish a series of TransWorld-branded alternative sports games over the next several years.

"Alternative sports, such as skateboarding, surfing and snowboarding, are more than the hobbies of choice for today's teens, they are part of an entire lifestyle" said Steve Allison, senior director of licensing at Infogrames. "TransWorld is a strategic partner that will help Infogrames develop relevant content and market it expertly to our target audience."

Infogrames will develop a TransWorld line of console-based video games over the next several years that reflect the interests and culture of TransWorld magazines' readers. The games will be based on alternative lifestyle sports that have gained increasing popularity worldwide. Sports such as snowboarding, skateboarding, surfing, motocross and BMX are possibilities for Infogrames' new TransWorld line. Infogrames is currently developing TransWorld titles due out in 2001.

TransWorld is a major cultural force with 15 consumer and trade magazines, six web sites and TransWorld alternative sports events. Under the agreement, Infogrames will be able to take advantage of TransWorld's vast wealth of knowledge of the 12 to 24 year-old male teen market. Infogrames can leverage TransWorld's market research, contacts and expertise in order to develop content that accurately reflects the alternative sports culture.

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The TransWorld partnership is a key step forward in Infogrames' strategy to become the leader of alternative sports-based interactive entertainment. Interest in alternative sports has grown dramatically in recent years because of their individualistic nature. Pulling off tricks on a skateboard or a surfboard is a sharp departure from traditional sports' focus on direct competition and outscoring an opponent. Young people worldwide have embraced this type of recreation and Infogrames will extend this style of expression into interactive entertainment with the TransWorld franchise.

TransWorld Media

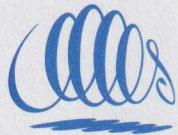
TransWorld Media, a division of Times Mirror Magazines, is the leading publisher of young men's special interest publications reaching more than three million Generation Y males through its titles. In just two years TransWorld Media will have launched three magazines including *TransWorld Motocross*, *TransWorld SURF* and *TransWorld STANCE*, the first generation Y male service magazine. TransWorld Media is a content provider to EXPN, the ESPN extreme sports website, and provides home video and content for segments on ESPN's "X Today" television program. TransWorld titles include: *Snowboard Life* (established in 1995), *TransWorld Motocross* (established in 2000); *TransWorld SKATEboarding* (established in 1983); *TransWorld SNOWboarding* (established in 1987); *TransWorld STANCE* (established in 2000); *TransWorld SURF* (established in 1999); *Freeze* (established in 1996); *Ride BMX* (established in 1992) and *SNAP BMX* (established in 1994).

About Infogrames

Infogrames Entertainment, S.A. (Paris Bourse: SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the company develops and publishes award-winning computer and video games for the PlayStation® game console, PlayStation® 2 game console, Nintendo® 64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983 by chairman and CEO Bruno Bonnell, Infogrames' 17-year history has produced many award-winning franchises, such as *Test Drive*®, *V-Rally*™, *Driver*™, *Independence War*™, *Unreal*™, *HardBall*®, *Oddworld*™, and *Alone In The Dark*™. The company is also known for its long list of well-known licenses including Warner Bros. *Looney Tunes*™, *Mission: Impossible*™, *Le Mans 24 Hours*®, *AM General Hummer*®, *Harley- Davidson*®, and *Dodge*® *Viper*.

Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' web site at www.us.infogrames.com.

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NINTENDO® GAMERS START YOUR ENGINES!
INFOGRAMES POISED TO CAPTURE CHECKERED FLAG
WITH *INDY RACING® 2000* FOR NINTENDO® 64

Indianapolis 500 Racing Comes to N64 for First Time

LOS ANGELES, CA, May 11, 2000 – Revving up for the inaugural release under its exclusive Indy Racing League license with IMS Properties, Inc., Infogrames, Inc. introduces *Indy Racing 2000* for Nintendo 64. Developed by Paradigm Entertainment, *Indy Racing 2000* delivers all the excitement of the world's premier open-wheel racing series with the real drivers, tracks and sponsors, and an advanced game engine that provides lightning-fast frame rates and stunning 3D graphics.

“*Indy Racing 2000* for the N64 melds all of the speed and horsepower of the Indy Racing vehicles, with the versatility and graphics that today's console gamers crave,” said Martin Currie, director of marketing for Infogrames. “*Indy Racing 2000* will appeal to both novice and hardcore racing fans, and provide them, for the first-time ever, with the opportunity to experience the power of the world's premier racing event and more.”

The Indy Racing League was formed in 1996 as a premier auto racing series with an emphasis on oval tracks, and Indianapolis-style race cars – open-wheel, open-cockpit, single-seat vehicles powered by normally aspirated V8 engines. The cars are among the most powerful racing machines today, generating 700 horsepower and traveling at speeds in excess of 220 mph. Indy Racing's showcase event, the Indianapolis 500, is the largest attended single-day sporting event in the world, drawing over 400,000 attendees with millions more watching on television worldwide.

Game Features Include:

- Full 3D graphic environment with realistic replicas of the actual Indy Racing tracks, including night racing at the Texas and Charlotte tracks
- 20 top drivers represented with detailed replicas of their cars, including Scott Goodyear, Buddy Lazier and Greg Ray
- Multiple camera angle options include nose, cockpit, and close/medium/far chase views

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- Eight additional race tracks with three types of cars, including Indy Racing, USAC, and U.S. F2000, for more open-wheel racing action
- Multiple play modes offered including:
 - ✓ Practice Mode – learn the tracks before racing to hone your driving skills
 - ✓ Single Race – don't have time for a full season – challenge at your favorite track
 - ✓ Championship – race the entire Indy Racing League season
 - ✓ Gold Cup – wind your way through a series of open-wheel cars and tracks
 - ✓ Two-Player – head-to-head action with vertical or horizontal split screen
- Awesome special effects including ambient lighting, smoke, dust clouds, sparks, exhaust flames, and tire skid marks
- Realistic car effects: blown engines, wall sparks, wall scuffs and car damage modeling;
- Head-Up Display (HUD) provides key information including lap times, position, lap count, draft meter, speedometer/tachometer and gear indicator
- Unique "draft meter" to aid in making sling-shot moves for passing
- Animated pit crew sequences

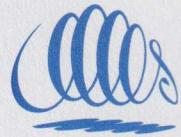
Indy Racing 2000 for Nintendo 64 will be available in May for a suggested retail price of \$49.95.

Paradigm Entertainment, Inc. is a leader in interactive game development, receiving high praise for the 3D technology and attention to detail featured in its games. The privately held, Dallas-based company has been creating entertainment applications for home and location-based entertainment since 1992. More information about Paradigm can be found on the Internet at <http://www.paradigmgames.com>.

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Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' Web site at www.us.infogrames.com.

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LOONEY TUNES™: TAZ™ EXPRESS FACT SHEET

Platform – Nintendo 64

Estimated Release Date – Q3 2000

Developer – Zed Two

Publisher – Infogrames, Inc.

Product Description:

Looney Tunes™: Taz™ Express is a 3D character based action-strategy game that brings to life the crazy and exciting predicaments that only the Tasmanian Devil™ can deliver.

Tired of seeing Taz do nothing but hang around the house and watch TV, his wife, She Devil™, decides to find him a job. She lands the perfect one for him—as a delivery boy for the next-day courier service, 'Taz Express.'

Before he knows it, Taz is handed a uniform and is on his first run—delivering an ACME™ crate to an address that looks vaguely familiar. The goal: Protect the fragile crate long enough to deliver it!

Key Features:

- Taz moves like Taz—he can pick up, carry and throw any object, jump onto skyscrapers, eat anything that gets in his way, and demolish everything in his path with the unstoppable Taz spin.
- A truly "living" environment—just about everything in the game is interactive and—uh—oh—breakable!
- Marvin the Martian™, Wile E. Coyote™ and Yosemite Sam™ guest star in over 25 levels of fast, fun gameplay.
- The game features five worlds to explore including the Tasmanian Bushlands, Tasmanian City, Mars, Monument Valley, and the Wild West
- Re-play the game four times before revealing all of the secrets including the big mystery of the game: WHAT'S IN THE CRATE?

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LOONEY TUNES™: Duck Dodgers™ Starring Daffy Duck™ **FACT SHEET**

Platform – Nintendo 64

Estimated Release Date – Q2 2000

Developer – Paradigm Entertainment

Publisher – Infogrames, Inc.

Product Description:

Daffy Duck™ stars in his very own action-adventure game based on the Looney Tunes cartoon, 'Duck Dodgers & the 24th ½ Century.'

Marvin The Martian™ has concocted the Ultimate Plan to destroy the Earth and has built the Ultimate Weapon! But there's one small problem: Ultimate Weapons require a *lot* of energy, and Marvin doesn't have enough to power up his new gizmo. Since blowing up the Earth will take a *lot* of power, he sends out his minions to collect energy atoms.

It's up to Duck Dodgers, savior of the Universe (and master klutz), to stop Marvin before his minions collect enough atoms to make his diabolical plan a success!

Key Features:

- Daffy Duck stars in his first interactive video game for the N64.
- Five huge worlds to explore comprising basketball challenges, sewage surfing, and boss battles
- Marvin The Martian™, Porky Pig™ and other famous Looney Tunes guest star in multiple levels of fast, fun gameplay
- A truly "living" environment—just about everything in the game is interactive.
- Gizmos galore to play with including the ACME™ jetpack, raygun and Instant Martian™ Decoys
- Save the game directly to the cartridge with the battery pack

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**Looney Tunes™ Collector: Alert!
FACT SHEET**

Platform – Game Boy® Color

Release Date – Q2 2000

Developer – Infogrames Lyon

Publisher – Infogrames, Inc.

Product Description:

Looney Tunes lovers everywhere will enjoy this innovative adventure collection game. Collect characters, acquire abilities and then exchange them with your friends. Enjoy the challenge of interacting with all 47 Looney Tunes characters while you progress through another exciting Looney Tunes adventure.

The adventure begins with Bugs Bunny en route to Pismo Beach for a vacation. Suddenly, Bugs Bunny overhears Marvin The Martian™ yelling at his dog, K9. Apparently, K9 has decided to do a little spring cleaning and has thrown away ten parts of a teleporter needed to blow up the Earth. Forget the vacation in Florida, Bugs Bunny! You need to find those teleporter parts and save the world!

In addition to finding the teleporter parts, players are tasked with collecting Looney Tunes characters that have different abilities to help them save the world. Players can also exchange and swap the characters they have collected with their friends to help them collect all 47 characters.

Adding to the gameplay experience are six head-to-head mini-games utilizing the infrared and cable link features of the Game Boy Color.

Key Features:

- Explore 20 graphically stunning worlds
- Collect and interact with up to 47 Looney Tunes characters
- Use the unique abilities of up to 14 different Looney Tunes characters to progress through the game
- Double the fun with six hilarious 2-player real-time games utilizing the infrared/cable link system
- Exchange Looney Tunes characters between two Game Boys
- State-of-the-art animation that holds true to the original Looney Tunes cartoons

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INFOGRAMES GOES TO THE EXTREME THIS SUMMER WITH **XTREME SPORTS™ FOR GAME BOY® COLOR**

*Gamers Can Hit The Waves, Surf The Sky And Ride The Rails With Five Extreme
Events Including Surfing, Skyboarding and In-Line Skating*

SAN JOSE, CA – April 4, 2000 – Infogrames North America, Inc., a global publisher of interactive entertainment software, announced today that it is publishing a title for the extreme sports enthusiast in all of us. **Xtreme Sports** for the Game Boy Color will be available in the summer of 2000.

“**Xtreme Sports** will get the adrenaline pumping for Game Boy gamers this summer,” said Laddie Ervin, director of marketing for sports and racing titles at Infogrames North America, Inc. “From skysurfing to skateboarding to street luge, **Xtreme Sports** will challenge even the most devoted sports addict.”

Guppi and her boyfriend Fin are about to embark on the ultimate island adventure thanks to a challenge by the Xtreme Cola Company. The Xtreme Cola Company has invited all extreme sports fanatics to duke it out on the mysterious Xtreme Sports Island. Participants must master Street Luge, Skateboarding, In-line Skating, Surfing and Skyboarding in their battle to make it to the top. Playing as either Guppi or Fin, the player will compete against more than 200 competitors on 25 unique tracks.

Players can choose from a Practice Mode or the Xtreme Island Adventure Mode. In practice mode, players will have access to 15 challenges with three difficulty settings. Xtreme Island Adventure Mode pits the player against opponents in an effort to collect medals and unravel the mystery behind the devious Bone-Heads gang.

While participating in events and exploring the island, Guppi and Fin will encounter many friends as well as a few foes. Some people will offer advice, while others will issue

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a challenge, and players will come across secret treats if close attention is paid to the clues.

In order to keep an accurate count of the player's medals, new players must sign up in the Sign-In Hut. Referees will keep beginners from entering the more advanced events without the necessary medals earned, and different referees will require different medal counts to qualify for each event, so it's up to the player to pick out the pushovers!

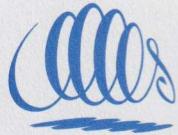
Guppi and Fin will also need energy to compete in the events, and as a result, players will find power-ups called Twitchy Shakes scattered around the island. The effect of drinking a Twitchy Shake will vary from event to event, but Twitchy Shakes can invoke everything from higher speeds to extra jumps to invincibility!

Developed by WayForward Technologies and published by Infogrames North America, Inc., **Xtreme Sports** will offer a battery cartridge so players can save games. For more information, visit the company's web site at www.us.infogrames.com.

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INFOGRAMES BRINGS ENDURANCE RACING TO THE GAME BOY® COLOR THIS SUMMER WITH *TEST DRIVE® LE MANS*®

SAN JOSE, CA – Infogrames North America, Inc., a global publisher of interactive entertainment software, has announced that it is developing *Test Drive Le Mans* for the Game Boy Color for release this summer. *Test Drive Le Mans* is currently available for the personal computer and the PlayStation® game console.

“*Test Drive Le Mans* is not your typical racing game,” said Laddie Ervin, director of marketing for sports and racing titles at Infogrames North America, Inc. “Players must plan pit stops and fight against ever-changing weather conditions, making it a game of endurance and strategy--a truly unique experience for the Game Boy gamer.”

Test Drive Le Mans delivers a realistic racing sensation at heart stopping speeds of up to 150 mph. *Test Drive Le Mans*, the officially licensed game of the Automobile Club de l’Ouest (ACO), offers 10 officially licensed team cars including BMW V12 LMR (Prototype), Panoz Roadster LMP PROTO (Prototype), Audi R8R (Prototype), Toyota GT-ONE (GT1), Panoz Esperante (GT1), Nissan R390 (GT1), GTC Competition (GT1), Marcos Mantara LM600 (GT2), Konrad Motorsport (GT2) and Chamberlain Engineering (GT2).

Test Drive Le Mans offers 21 tracks, including the legendary Le Mans 24 Heures® track in the region of Sarthe, France. The game has three game modes including Le Mans, Arcade and Championship. The Le Mans mode offers gamers a chance to participate in day-to-night-to-day racing in accelerated time, while the Arcade and Championship modes each offer 10 different tracks from which to choose.

Test Drive Le Mans for the Game Boy Color simulates the real-world conditions of the 24 hour race with players facing unpredictable weather. Players will find themselves

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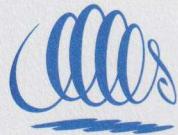
racing in clear weather, rain and fog, in both day and nighttime conditions. Players must also keep their car in good form by making pit stops to check tire wear and to monitor fuel levels.

Test Drive Le Mans is being developed and published by Infogrames. The game will offer a battery cartridge so players can save games. For more information, visit the company's web site at www.us.infogrames.com.

Infogrames Entertainment, S.A. (Paris Bourse: SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the company develops and publishes award-winning computer and video games for the PlayStation® game console, Nintendo® 64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983, Infogrames' 17-year history has produced many award-winning franchises, such as *Test Drive*®, *V-Rally*™, *Independence War*™, *HardBall*®, and *Alone In The Dark*™. The company is also known for its long list of well-known licenses including Warner Bros. *Looney Tunes*™, *Mission: Impossible*™, *Le Mans 24 Hours*™, AM General *Hummer*®, *Harley-Davidson*®, and *Dodge*® *Viper*.

For more information, visit Infogrames' Web site at www.us.infogrames.com.

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dan@highwatergroup.com

INFOGRAPHES AND REFLECTIONS LAUNCH TOP-SELLING *DRIVER* FRANCHISE ONTO GAME BOY® COLOR

Ultimate Driving Excitement in the Palm of Your Hand

LOS ANGELES, May 11, 2000 – Placing hand-held gamers behind the wheel of the most sought-after getaway car game, Infogrames Inc is set to release the multi million-selling game, *Driver* for Game Boy® Color. Developed by Crawfish in conjunction with Infogrames' Reflections studio, creators of the top-selling *Driver* series for PC and Macintosh, *Driver* delivers the adrenaline-pumping action of a Hollywood-style car chase as it takes players on a careening thrill-ride through the streets of three major U.S. cities.

"The phenomenal success and game play of the *Driver* franchise make it a perfect game for the Game Boy audience," said Martin Currie, director of marketing for Infogrames. "*Driver's* realistic driving physics and exciting city environments are one to the most exciting developments for the hand-held gaming market to date."

As an undercover cop named Tanner, players pose as a driver-for-hire in order to infiltrate a powerful crime ring spanning three of the nation's largest cities -- New York, Los Angeles, and Miami. In addition, each city has wandering pedestrians, moving traffic and vigilant cops on patrol, all making getaways more difficult and menacing. With 11 different undercover missions and multiple game-play scenarios such as Getaway and Pursuit, *Driver* boasts over 30 different levels.

Driver for Game Boy Color is slated for release this May for an estimated retail price of \$29.99.

Infogrames Entertainment, S.A. (Paris Bourse: SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the company develops and publishes award-winning computer and video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo®

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64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983 by chairman and CEO Bruno Bonnell, Infogrames' 17-year history has produced many award-winning franchises, such as Test Drive®, V-Rally™, Driver™, Independence War™, Unreal™, HardBall®, Oddworld™, and Alone In The Dark™. The company is also known for its long list of well-known licenses including Warner Bros. Looney Tunes™, Mission: Impossible™, Le Mans 24 Hours®, AM General Hummer®, Harley-Davidson®, and Dodge® Viper.

Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' Web site at www.us.infogrames.com.

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Harley-Davidson®: Race Across America™ **FACT SHEET**

Platform -- Game Boy® Color

Release Date -- August 2000

Developer -- Running Dog Software and Xantera

Publisher -- WizardWorks

Product Description

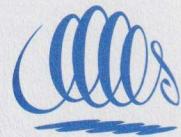
Continuing the expansion of its publishing business into console markets, WizardWorks brings the popular PC game, ***Harley-Davidson: Race Across America***, to the Game Boy Color. ***Harley-Davidson: Race Across America*** puts players in the driver's seat of their own Harley-Davidson Motorcycle as they race across the country in a series of action packed races. Throughout this rubber-burning adventure, players will experience the liberating rush of the open road from the comfort of their Game Boy Color units.

Key Features

- Race in four distinct locations throughout the country: The Florida Everglades, the Deep South, the Arizona Desert and the California Coast;
- Players can also choose from four different Harley-Davidson® motorcycles, each with its own unique characteristics in acceleration, top speed, and handling;
- Challenging competitors, unpredictable roads, and loads of other obstacles.

Contact:

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lance@highwatergroup.com



Wacky Races™ **FACT SHEET**

Platform – Game Boy® Color

Release Date – Q2 2000

Developer – Velez & Dubail

Publisher – Infogrames, Inc.

Product Description:

Start your engines! Join Dick Dastardly, Muttley, Penelope Pitstop and the rest of the zany characters from the popular Wacky Races cartoon as they compete cross-country in equally crazy souped-up racing contraptions.

Wacky Races puts the player in the driver's seat of up to 8 different unique and outrageous vehicles ranging from the rock-solid, relentless Boulder Mobile driven by The Slag Brothers to the turbo-charged, streamlined Turbo Terrific operated precisely by Peter Perfect. Across nine winding, tricky tracks, players try to trip each other up with a variety of absurd gadgets and weapons that are picked up along the way, producing frequent hilarious cartoon conflicts between vehicles.

Players can choose to race from 4 different modes including Arcade, Endurance, Championship and Time Trial. Race as fast as you can in Arcade mode, if the player finishes in one of the top three places, he'll move on to the next race. Endurance mode is the greatest challenge for a Wacky Racer. Choosing from one of the nine available courses, the most ruthless daredevil wins. The vehicle in last place at the end of each lap is eliminated from the race. Earn points throughout all nine tracks and see who wins overall in Championship mode. Time Trial mode challenges players to try to finish in the fastest time possible.

Key Features:

- Speed through 9 bumpy tracks filled with challenging jumps, bonuses and traps
- Choose from 8 wild vehicles
- Wacky Race 4 different ways – Arcade, Endurance, Championship and Time Trial modes
- Simple and intuitive vehicle control
- Maximize the wacky racing fun with 3 difficulty settings

Contacts:

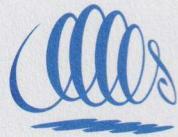
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**TEST DRIVE CYCLES™
FACT SHEET**

Platform -- Game Boy® Color

Estimated Release Date -- June 2000

Developer -- Infogrames

Publisher -- Infogrames, Inc.

Product Description:

With more than 10 licensed bikes including the Harley-Davidson® License, **Test Drive Cycles** is truly the ultimate thrill ride on two wheels. Players can choose from three different classes including sportbikes, musclebikes and cruisers, and can with race them in one of 12 real-world locations. **Test Drive Cycles** combines superb user control, high quality/high speed graphics, and sophisticated level design to deliver the most intense motorcycle racing experience available on the Game Boy Color.

Key Features:

- More than 10 licensed motorcycles – including Harley-Davidson®
- Only game to feature three bike classes including sportbikes, musclebikes and cruisers
- Each class offers its own unique handling characteristics and riding style
- 24 challenging tracks in 12 exotic real world locations
- Oncoming vehicle traffic
- Upgrade existing bikes and purchase new ones
- Multiple game modes: Single race, championship tournament, head-to-head two player via link cable and Cop Mode – featuring authentic police bikes
- Battery back-up – Save five best times for each track, tournament standings, cycle upgrades, trophies and prize money, plus vehicles in Test Drive Garage

For more information visit www.us.infogrames.com or www.tdcycles.com

Contacts:

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Mika Kelly

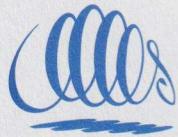
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WIZARDWORKS SHIPS NEWEST INSTALLMENT IN LEGENDARY DEER HUNTER FRANCHISE WITH *DEER HUNTER 3 GOLD EDITION* FOR THE PC

***Enhanced Edition of 1999's Best-Selling Computer Sports Game* Delivers
New Level of Realism And Ground-Breaking New Game Play Twist***

LOS ANGELES, CA, May 11, 2000 – WizardWorks announces the release of the newest installment in the franchise that started interactive hunting on the PC, ***Deer Hunter 3 Gold Edition***. A division of Infogrames, Inc., WizardWorks' *Deer Hunter 3* topped the charts in 1999 as the Best Selling computer sports game of the year*, further extending its far-reaching fan base. In a ground-breaking new game play twist, ***Deer Hunter 3 Gold Edition*** allows players to assume the role of the deer for an intense new multi-play experience. Hunt or be hunted online in timed tournament hunts, cooperative deer drives or host your own game online. Additional enhancements include new hunting locations, a new rifle, an assortment of scopes, and a user-friendly new map editor.

“***Deer Hunter 3 Gold Edition*** raises the bar it created yet again,” said Paul Rinde, senior vice president of WizardWorks. “By allowing players to assume the role of the deer, we’ve completely changed the multi-play dynamic and delivered an entirely new experience to interactive hunting on the PC.”

Developed by Sunstorm Interactive (www.sunstorm.net), makers of the top-selling *Deer Hunter* franchise, ***Deer Hunter 3 Gold Edition*** will be available at most major retail outlets nationwide for a suggested retail price of \$19.99. ***Deer Hunter 3 Gold Edition*** also features the Huntin' Country Music CD-ROM, which includes a 16-song soundtrack of music to hunt by.

Infogrames Entertainment, S.A. (Paris Bourse: SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the

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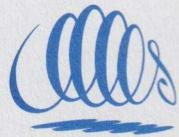
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company develops and publishes award-winning computer and video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® 64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983 by chairman and CEO Bruno Bonnell, Infogrames' 17-year history has produced many award-winning franchises, such as Test Drive®, V-Rally™, Driver™, Independence War™, Unreal™, HardBall®, Oddworld™, and Alone In The Dark™. The company is also known for its long list of well-known licenses including Warner Bros. Looney Tunes™, Mission: Impossible™, Le Mans 24 Hours®, AM General Hummer®, Harley-Davidson®, and Dodge® Viper.

Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' Web site at www.us.infogrames.com.

* Source: *GameWeek Magazine*

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WIZARDWORKS EXPANDS TOP-SELLING HUNTING GAME COLLECTION WITH *BUCKMASTERS DEER HUNTING* FOR PC

*Features Real In-Game Hunting Videos and
Legendary Outdoorsman Jackie Bushman as Player Guide*

LOS ANGELES, CA, May 11, 2000 – Further cementing its position as the leader in interactive outdoor simulations, the makers of *Deer Hunter*, WizardWorks, a division of Infogrames, Inc., expands its award-winning collection with ***Buckmasters Deer Hunting*** for the PC. Featuring world-renowned outdoorsman Jackie Bushman as the player's guide, ***Buckmasters Deer Hunting*** elevates interactive hunting to new heights with authentic full-motion video clips of real hunts, all-new hunting locations, and intense cooperative and competitive multi-play.

"The *Buckmasters* Association and Jackie Bushman are synonymous with sportsmanship and quality big deer hunting," said Paul Rinde, senior vice president of WizardWorks. "With ***Buckmasters Deer Hunting*** for the PC, we hope to capture that experience by allowing *Buckmasters* fans to enjoy their favorite pastime in a new medium, while simultaneously enhancing the experience for current hunting sim fans through new features like full-motion video clips and a truly guided hunt."

Providing the ultimate test of hunting prowess, ***Buckmasters Deer Hunting*** offers Jackie Bushman's elite "Who's the Buckmaster? Challenge." Recreated in part from Jackie's actual past hunts, players must successfully track down four trophy bucks, all in different scenarios, utilizing the exact same equipment Jackie used. Successfully getting all four bucks, and becoming a bona-fide Buckmaster, unlocks additional maps for use in multi-play.

"We're excited to partner with WizardWorks, the creator and leading provider of interactive hunting simulations, in delivering the most realistic hunting game to date," said Jackie Bushman, Founder of *Buckmasters*. "We're confident that both novice and expert hunters can learn new tactics, reinforce safety tips, and have a lot of fun "hunting" in the comfort of their own home."

For the first-time ever, ***Buckmasters Deer Hunting*** allows players to view in-game full-motion video clips of actual hunts that are based on game play and includes missed shots, general

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hunting and safety tips, and more. After being cued through flashing icons, players can bring their hunt to life with the simple click of a mouse for a completely realistic hunting experience. Adding to the excitement, Jackie Bushman, will be acting as guide providing useful tips and key information that every hunter should know.

In **Buckmasters Deer Hunting** all-new hunting areas come complete with seasonal changes of the environments, such as falling leaves, and the daily movement of the sun across the sky. Other environmental effects include fish swimming in lakes and rivers, and animals roaming the hunting areas.

Additional features include:

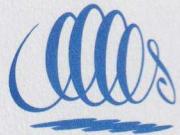
- Four all-new hunting locations: Pennsylvania, Canada, and two in Alabama;
- Powerful selection of rifles, shotguns, *Jenning's®* and *Fred Bear®* bows;
- Federal® Cartridge ballistics: Federal-tested ballistics data is incorporated into the game to make your shot seem as real as possible;
- The Essential Equipment: *Nikon®* scopes and binoculars, driveable *Yamaha®* ATVs, *Tink's®* scents and deer lures, *API®* tree stands, *Easton®* arrows, cameras, maps, and much more!
- Multi-Player Hunting: Cooperative and competitive deer drives for up to eight players, timed competitive hunts, Internet play via *GameSpy®*, or host your own game online.

Developed by Sunstorm Interactive and Sylum Entertainment, **Buckmasters Deer Hunting** will be available at most major retail outlets nationwide in May for a suggested retail price of \$19.99. Additional information regarding **Buckmasters** can be found on the World Wide Web at <http://www.buckmasters.com/>.

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WIZARDWORKS ANNOUNCES LATEST OFFERING IN LEADING OUTDOORS FRANCHISE **ROCKY MOUNTAIN TROPHY** **HUNTER III: TROPHIES OF THE WEST**

LOS ANGELES, CA, May 11, 2000 – Expanding its award-winning outdoors collection, WizardWorks, a division of Infogrames, Inc., introduces **Rocky Mountain Trophy Hunter III: Trophies of the West**. Slated for release this fall, **Rocky Mountain Trophy Hunter III** is the newest offering in the best-selling collection that allows players the rare chance to track down some of the world's most elusive and coveted big-game animals.

Featuring seven new hunting areas in both the United States and Canada, in addition to prize animals such as Mountain Lions, Elk, Dall Sheep, Bighorn Sheep, Caribou, Mountain Goat, Black and Brown Bear, **Rocky Mountain Trophy Hunter III: Trophies of the West** is a must-have for outdoor simulation fans.

"The **Rocky Mountain Trophy Hunter** franchise has continued to captivate the casual and outdoors gaming audiences with its gripping blend of realism and interactivity," said Paul Rinde senior vice president of WizardWorks. "**Trophies of the West** brings hunting on the PC to the next level with its advanced game engine, immaculately detailed 3D environments, and realistic animal behavior."

Developed by Sunstorm Interactive, **Rocky Mountain Trophy Hunter III: Trophies of the West** delivers one of the most compelling and realistic hunting experiences ever seen on the PC. Side-step around trees and crouch behind boulders to get a clear shot at one of these prestigious trophies. For the first time ever, players can experience the Rocky Mountain tradition of hunting from horseback, providing a unique new perspective. In addition, players can use their truck or ATV to travel around the breathtaking landscape.

Rocky Mountain Trophy Hunter III: Trophies of the West will be available this fall at most major retail outlets nationwide for a suggested retail price of \$19.99.

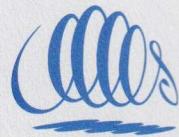
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INFOGRAPHES HEADS FOR WINNER'S CIRCLE WITH *INDY RACING® 2000* FOR THE PC

***Ultra Realistic Racing Simulation Features World Famous Indianapolis 500;
Actual Indy Racing League Drivers and Tracks for Interactive Racing Season***

LOS ANGELES, CA, May 11, 2000 – Unleashing the raw power and high-speeds of the world's premier oval racing series onto the PC, Infogrames North America., a global publisher of interactive entertainment software, introduces *Indy Racing 2000*. Under exclusive license from IMS Properties, Inc and developed by Real Sports, LLC, *Indy Racing 2000* delivers all the excitement of Indy Racing and its premier event, the world famous Indianapolis 500. Complete with 33 actual Indy Racing drivers, nine tracks and a host of sponsors, *Indy Racing 2000* uses an advanced game engine to provide lightning-fast frame rates and stunning 3D graphics.

"*Indy Racing 2000* has all of the key ingredients to become a benchmark racing sim: high-frame rates, realistic controls and physics, and loads of multi-play options," said Martin Currie, director of marketing for Infogrames. "We're confident the game will satisfy the technology hungry hardcore gaming fans, while simultaneously appealing to the millions of Indy Racing and Indy 500 racing fans."

The Indy Racing League was formed in 1996 as a premier auto racing series with an emphasis on oval tracks, and Indianapolis-style race cars – open-wheel, open-cockpit, single-seat vehicles powered by normally aspirated V8 engines. The cars are among the most powerful racing machines today, generating 700 horsepower and traveling at speeds in excess of 220 mph. Indy Racing's showcase event, the Indianapolis 500, is the largest attended single-day sporting event in the world and annually draws over 400,000 attendees with millions more watching on television worldwide.

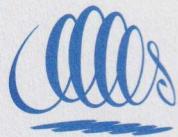
Additional features include:

- Test your skills in different race types: Indy Racing League, F2000 or USAC Silver Bullet
- Game modes: Quick Race, Arcade and Championship Modes, where players can race a full IRL season
- Intense multi-play for up to 16 players over Internet, LAN, modem, or direct connection
- Multiple car types: Indy Racing, F2000 and USAC Silver Bullet
- Incorporates actual images from photos and track modeling from blueprints

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GET READY TO RIDE! WIZARDWORKS RULES THE ROAD WITH **HARLEY-DAVIDSON®: WHEELS OF FREEDOM™ FOR THE PC**

Sequel to 1999 Hit Game Delivers New Challenges, Riders and More Open Road

LOS ANGELES, CA, May 11, 2000 – Teaming up with an American classic, WizardWorks, a division of Infogrames, Inc., announces ***Harley-Davidson: Wheels of Freedom*** for the PC. Players enter a 3D virtual world and experience the freedom of the open road on a Harley® with stunning graphics and realistic handling physics. Featuring three styles of rally races, multiple riders and the ability to customize your own Harley, ***Harley-Davidson: Wheels of Freedom*** is sure to rule the road.

“Harley-Davidson is a classic American brand name whose motorcycles represent the epitome of an exciting motorcycle riding experience,” said Paul Rinde, senior vice president of WizardWorks. “With ***Harley-Davidson: Wheels of Freedom*** we hope to offer a new experience to millions of motorcycle enthusiasts, and simultaneously expand the horizons of the more traditional hardcore gaming audience.”

“Race Across America became a tremendous success and a surprise hit by delivering a unique and compelling gaming experience,” said Steve Foust, CEO of G2M™ Games. “With our ***Harley-Davidson: Wheels of Freedom*** sequel, we have ratcheted up the interactive experience with enhanced motorcycle handling physics, vivid graphics, and even more realism.”

Players must conquer three styles of rally races at various locations around the country as they face rough pavement, dirt roads, drag races, and more. Customize your own motorcycle for maximum performance as you brave the elements and experience the freedom of the open road like never before. Do you have what it takes to meet the Harley® challenge?

Features Include:

- Multiple racing styles including Open Road challenge, Draggin' in the Dirt, and Madman Hill Climb
- Create and ride your own fully customized Harley

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- Choose from multiple riders, each with their own style and personality
- Dynamic crash sequences
- Race against others via LAN or the Internet
- Cruise to soundtrack of classic road songs

Developed by G2M Games and Canopy Games, *Harley-Davidson: Wheels of Freedom* will be available at most major retail outlets nationwide this Fall for a suggested retail price of \$19.99.

G2M™ Games – Entertainment Software Fun for Everyone™. G2M™ Games prides itself in creating branded computer games that are exciting, challenging and incorporate the latest greatest technology. G2M™ Games has six major titles in development including *Kawasaki Superstars Racing Series*, *Ultra Wheels Ultra Jam*, *Sector 9 Skateboards*, *WCW's Wrestling with Math* and *PEZ Arcade Classics*.

Harley-Davidson, Inc. is the parent company for Harley-Davidson Motor Company, Buell Motorcycle Company, and Harley-Davidson Financial Services, Inc. Harley-Davidson Motor Company, the only major U.S.-based motorcycle manufacturer, produces heavyweight motorcycles and offers a complete line of motorcycle parts, accessories, apparel, and general merchandise. Buell Motorcycle Company produces sport and sport-touring motorcycles. Harley-Davidson Financial Services, Inc. provides wholesale and retail financing, insurance and credit card programs to Harley-Davidson dealers and customers.

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WIZARDWORKS UNLEASHES **DIRT TRACK RACING: SPRINT CARS FOR THE PC**

***High-Speeds, Plus Dirt Tracks Combine For Adrenaline-Pumping
Gaming Experience***

LOS ANGELES, CA, May 11, 2000 – Unleashing the rocket-like power of Sprint Cars onto the PC, WizardWorks, a division of Infogrames, Inc., introduces ***Dirt Tracking Racing: Sprint Cars***. The follow-up to *Dirt Track Racing*, 1999's award winning hit, *Dirt Tracking Racing: Sprint Cars* features the alcohol-burning, loud-as-thunder, driving of its real-life counterparts as players slew the dirt and mud of 20 different tracks.

"The original *Dirt Track Racing* was extremely well received by both the hardcore and casual gaming audience, and garnered several 'Editor's Choice' and 'Best Driving Game' awards," said Paul Rinde, senior vice president of WizardWorks. "Our next installment, ***Dirt Tracking Racing: Sprint Cars*** brings a completely new level of excitement by adding the raw power and excitement of ultra-fast sprint car racing."

Sprint Cars are easily identified by the big "wings" located on the back of each car. The wings prevent the cars from flipping due to their combination of light weight and powerful 720 – 800 horsepower engines. Achieving speeds in excess of 180 mph, players careen around 20 different tracks, making ***Dirt Tracking Racing: Sprint Cars*** the closest simulation to the real thing available.

Additional features include:

- Race at the local, regional and national levels where you can earn virtual prize money and sponsorships
- 20 exciting and detailed race tracks
- Realistic action with skidding, dust effects and vehicle damage
- Multiple replay modes

-more-

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- Five different view perspectives, including two diverse in-car glance angles
- Car configuration interface with varying tire pressure, suspension, etc.
- Aggressively change racing techniques and tactics as grooves develop on the tracks creating dynamic racing lines
- Race arcade-style to full simulation, with all the bone-jarring, action-packed slipping, sliding and chaotic racing of the real thing
- Advanced car physics allow for adjustable levels difficulty and handling
- Multiplayer capabilities built-in, and Gamespy® functionality for online gaming

Developed by Ratbag, ***Dirt Track Racing: Sprint Cars*** will be available in Fall 2000 for a suggested retail price of \$19.99.

Ratbag is an Australian games developer based in Adelaide. Formerly known as Emergent Software, the company has existed since 1993. *Powerslide*, published by GT Interactive, was Ratbag's first release, followed by its second title, *Dirt Track Racing*, released in November 1999.

Infogrames Entertainment, S.A. (Paris Bourse: SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the company develops and publishes award-winning computer and video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® 64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983 by chairman and CEO Bruno Bonnell, Infogrames' 17-year history has produced many award-winning franchises, such as Test Drive®, V-Rally™, Driver™, Independence War™, Unreal™, HardBall®, Oddworld™, and Alone In The Dark™. The company is also known for its long list of well-known licenses including Warner Bros. Looney Tunes™, Mission: Impossible™, Le Mans 24 Hours®, AM General Hummer®, Harley-Davidson®, and Dodge® Viper.

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Independence War™ 2 FACT SHEET

Platform – PC

Estimated Release Date – Q3 2000

Developer – Particle Systems

Publisher – Infogrames, Inc.

Product Description:

100 years after the original *Independence War*, a new government was formed promising freedom, equality and an economic boom. Millions of new colonists settled the new-frontier, occupying the dangerous Badlands cluster on the very edge of known-space. But after some bad investments made by the New Alliance, crucial jump-accelerators are sold to the corporations, allowing them to charge large sums for passage and leaving those in the outer-clusters at the mercy of the corporations.

Enter Cal Johnston. As a young boy, Cal witnesses the murder of his father by a ruthless businessman. The orphaned Cal is raised by a construct personality; Jefferson Clay (a member of the Commonwealth Navy in the original Independence War), Cal learns what it takes to survive, pirating and salvaging to make ends meet.

After attempting to exact revenge on his father's murderer, young Cal is thrown into Jail. With a crew of misfits and ex-cons, Cal escapes some 15 years later, and commences a career of space piracy. Unwittingly Cal becomes involved in an independent faction hell-bent on stopping the oppression and corruption that has been wreaking havoc on the system he lives in. Cal's destiny leads him into a conflict that will have him fight for the liberty of millions and the destiny of known space.

New Features:

- Free form universe lets players roam 16 star systems, interacting with dynamically generated space traffic
- Multi-player with Head-to-Head action and Team missions
- Inventory maintenance allows for trading and manufacturing of raw goods
- Customized arming & repair screen
- Communicate with ships and stations, as well as updates via game e-mail system
- Encyclopedia / Database provides essential information such as maps and player logs
- Free-roaming universe, allowing players to explore space and take-on missions at will
- Select from a variety of realistically modeled starships
- User-friendly interface means no more keyboard overlays

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**THE ANIMORPHS INVADE THE PLAYSTATION GAME CONSOLE AND PC
AS GT INTERACTIVE AND SCHOLASTIC ENTERTAINMENT PRESENT**

***ANIMORPHS™: SHATTERED REALITY*
&
*ANIMORPHS™: KNOW THE SECRET***

***Two Unique Games To Hit Stores This August, Based On Scholastic's
Best-Selling Book Series And Popular TV Show***

New York, NY, April 3, 2000 -- The interactive invasion has begun! GT Interactive Software and Scholastic Entertainment Inc. have joined forces to bring the *Animorphs* phenomenon to the PlayStation game console with *Animorphs™: Shattered Reality* and to the PC with *Animorphs™: Know The Secret*. Based on Scholastic's best-selling book series by K.A. Applegate, with more than 32 million copies in print, and the hit TV show airing on Nickelodeon, both interactive adventures enable players to become their favorite *Animorphs* -- Jake, Rachel, Marco or Cassie -- and save the world from the evil Yeerks. The players are empowered by the ability to transform the *Animorphs* into the animals they touch to help thwart the Yeerks diabolical plans of world domination, while eluding Human-Controllers and other aliens along the way. *Animorphs™: Shattered Reality* and *Animorphs™: Know The Secret* are expected to ship this August.

Both games have unique and distinctive features that truly capture the essence of the book series, including mysterious story lines and a never-before-seen proprietary technology that incredibly morphs each of the on-screen teenage heroines into various animals. An exciting combination of exploration and action, *Animorphs™: Shattered Reality* for the PlayStation finds the *Animorphs* caught in a time warp. The player's mission is to gather the shards of the Time Matrix Crystal and restore the timeline back to normal so the *Animorphs* can return home. *Animorphs™: Know The Secret* for the PC requires more strategic thinking as the player tries to discover why controller activities seemed to have slowed down over the past month. *Animorphs™: Know The Secret* also features a special journal that keeps track of the player's adventure as it unfolds, creating their very own *Animorphs* story.

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Game Descriptions and Features:

***Animorphs™: Shattered Reality* for PlayStation**

The Story:

The game begins with the *Animorphs* (in morphed animal forms) locked in a vicious battle against a horde of Hork-Bajir and Taxxons in a Yeerk pool cave. The evil Visser 3 arrives with the final piece for the Continuum Crystal to destroy the *Animorphs* forever. But the device misfires, scattering the pieces of the crystal and causing a rift in the space/time continuum -- shattering reality. It's up to you, as the *Animorphs*, to gather the shards of the Crystal and bring the world back to reality.

Features:

- **Play as the *Animorphs*** - Choose Jake, Rachel, Cassie or Marco to defeat the Yeerks and Visser 3.
- **Each Character has his/her environment to explore** - Jake (Urban area), Rachael (Underground area), Cassie (Outdoors area), and Marco (Indoors area).
- **Includes nine total Morphs** - Watch as your favorite character morphs into animal form right before your eyes. For battles, each character has the ability to morph into specific animals: Jake (Tiger), Rachel (Grizzly), Cassie (Wolf), and Marco (Rhino).
- **Unique Morph environments** - Each character will morph into a specific animal based on surroundings and enemy profile.
- **A total of 10 massive levels with 19 unique levels** - As the player progresses, they will encounter new worlds filled with different enemies, surroundings and challenges.
- **Cool villains and enemies** - Depending on the level, players will encounter various characters from the *Animorphs* universe and a few original creatures.
- **Different endings depending upon player's performance** - Each level type has a different challenge -- including saving Trebors, destroying orbs, rescuing humans or beating a target time -- that the player must conquer. The levels will have different endings based on how well the player meets each particular challenge.

***Animorphs™: Know The Secret* for PC**

The Story:

In the game, controller activities seemed to have slowed down over the past month and the *Animorphs* wonder why. Is this the silence before the storm, or have the Yeerks reached the limit of their current resources? Jake and the gang decide that they need some information and the *Animorphs* embark on a dangerous mission to try and get information from Chapman while his Yeerk Controller is bathing in the Yeerk pool. They believe that while Chapman may be tortured as a result (since the

returning Yeerk will know immediately of the breach) the information they will gather about the Yeerk's plans will be invaluable. The mission ends in complete and utter failure and the *Animorphs* barely make it out alive. On their return, the team sees a flyer announcing the opening of a Community Center. They are ambivalent about it but agree that it's worth a closer look. And so the story goes and the plot thickens.

Features:

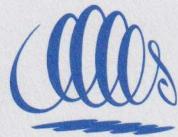
- **Control the entire squad at all times** - Players will be able to switch characters (Jake, Rachel, Cassie and Marco) throughout the game. Tobias -- who is stuck in a morph as a hawk -- acts as a helper, giving clues as the player proceeds on their adventure.
- **Includes 16 total Morphs using proprietary morphing technology** - Watch as your favorite character morphs into animal form right before your eyes. Each character has the ability to morph into a specific animal: Jake (Tiger, Rhino, Gorgonopsid), Rachel (Gorilla, Grizzly Bear, Hork-Bajir), Cassie (Wolf, Owl), and Marco (Polar Bear, Bat).
- **Over nine huge and detailed 3D environments to explore** - As the player progresses, they will encounter new 3D worlds and locations (Forests, Caverns, Buildings, Mineshafts) filled with different enemies, clues and surroundings.
- **Multiple fast-paced action sequences** - Fly, swim, run and jump past obstacles in morph mode to complete the challenges.
- **Character voices add reality and excitement to the adventure** - Characters will talk and interact with other characters to gather and share important information.
- **As the player progresses through the game a journal will keep track of their *Animorphs* adventure as it unfolds!**

Scholastic Entertainment Inc. (SEI) is a leading producer of quality, family-oriented television programming, feature films and videos, and a major licensor and marketer of children's properties worldwide. Scholastic Entertainment produces: Scholastic's *The Magic School Bus*(, the top-rated, Emmy and Annenberg award winning series starring Lily Tomlin (Fox Kids); Scholastic's *Clifford the Big Red Dog*(, to debut on PBS KIDS(in fall 2000; *Dear America*(, the critically-acclaimed series on HBO; *Animorphs*(, the live-action kids adventure series on Nickelodeon; *Goosebumps*(, the award-winning, top-rated children's TV series; and the critically-acclaimed feature films, *The Baby-sitters Club*, *The Indian in the Cupboard*, and *The Mighty*. SEI is the entertainment and media division of Scholastic Inc., the global children's publishing and media company which creates and distributes innovative and quality educational materials for use in school children's books, textbooks, magazines, technology and teacher materials and engaging and appropriate products for use at home magazines, software, television

programming, videos, and toys. For more information see Scholastic's web site at www.scholastic.com <<http://www.scholastic.com>>

Headquartered in New York, GT Interactive Software Corp. (Nasdaq: GTIS) is a leading global developer, publisher and distributor of interactive consumer software. The company maintains four divisions: Children's Publishing, Leisure Publishing, Frontline Publishing and Distribution. The company has publishing operations throughout the world with offices in the US, Canada, UK, Germany, France, Holland and Australia. GT Interactive also has seven internal development studios: Humongous Entertainment, SingleTrac, WizardWorks, Oddworld, Legend Entertainment and Reflections. GT Interactive's e-commerce system provides secure online transactions through each of the studios' Web sites and <http://www.gtstore.com>/. GT Interactive can be found on the Internet at <http://www.gtgames.com>/.

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**INFOGRAMES, INC. REVELS IN THE REALM OF ODDITY ON THE
PLAYSTATION™2 COMPUTER ENTERTAINMENT SYSTEM
WITH ODDWORLD: MUNCH'S ODDYSEE™**

*Second Chapter In The Popular Oddworld Quintology
To Arrive This Holiday Season*

Los Angeles, CA, May 11, 2000 – Come with us to visit Oddworld! Infogrames, Inc. (Infogrames) officially announced today the making of the second gripping adventure in the popular Oddworld Quintology -- ***Munch's Oddysee***. Slated for release this holiday season, following the U.S. launch of the eagerly awaited PlayStation2, ***Munch's Oddysee*** will continue to mystically reveal the common cause that forms the backbone of the Quintology in a graphically stunning and unbelievably lifelike 3D world. May Odd help you!

Munch's Oddysee introduces us to Munch™, an unlikely hero and the sole survivor of the amphibious, one legged, Gabbit species. Munch begins his fateful journey in the animal-testing lab of a pharmaceutical research company, where he meets Abe, a Mudokon from the first Oddysee. Together they crusade through their exploited third world in pursuit of bigger, brighter opportunities found in the fabulous domain of consumer goods and the thriving heart of consumerism, or so they think.

As the guardian angel over Munch and his sometimes-best friend Abe, it is up to the player to help or hurt their self-sustaining biosphere and all its inhabitants. Gameplay is a synthesis of action, adventure, role-playing, strategy and simulation; all seamlessly blended into one experience to create a virtual living world. The world can be abused until it becomes a toxic dump or nurtured into thriving forests.

"The draw of ***Munch's Oddysee*** is not only in the brilliant graphics and gameplay elements but also is in the depth of the story line and the extraordinary characters that tug at your heartstrings," said Larry Lee, director of marketing for Infogrames. "It combines all the

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qualities of a feature film experience into hours of interactive gaming entertainment. *Munch's Oddysee* is opening the door to the mainstream future of the video game industry."

Through Oddworld Inhabitant's unique GameSpeak technology, which enables lifelike interaction with other characters, players will be able to interact with, manipulate and control large numbers of characters that live within Oddworld in a whole new way.

"Everyday the video game industry gets closer and closer to the graphic quality and entertainment value of feature films," said Lorne Lanning, president and creative director for Oddworld Inhabitants. "With the technology of the PlayStation2 and the story line depth of *Munch's Oddysee*, we are closing the gap even further. The possibilities for creativity are virtually endless now that the technology is here."

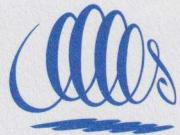
With the PlayStation2 technology and Oddworld Inhabitants' innovation, players will experience gameplay like never before. Special camera logic that solves common orientation and motion sickness problems and a 'smart character' system that helps the inhabitants identify their surroundings and recognize items of interest that may be needed in their journey, is just the beginning of what can be accomplished with the next generation system.

The masses can expect to see *Munch's Oddysee* in most major retail outlets this fall. For up-to-date news, information and artwork on the Oddworld Quintology visit www.oddworld.com.

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**INFOGRAMES, INC. BRINGS A NEW BREED OF VEHICULAR COMBAT
TO THE PLAYSTATION™2 COMPUTER ENTERTAINMENT SYSTEM
WITH *MOTOR MAYHEM*™**

*Innovative New Title Offers Gamers Unprecedented
Character Animation and Level Interaction*

LOS ANGELES, CA, May 11, 2000 – Infogrames, Inc. (Infogrames) announced today at the Electronic Entertainment Expo (E3), their continued support of the PlayStation2 with the unveiling of ***Motor Mayhem***, slated to release in early 2001. Players take the role of super-powered contestants in heavily armed custom vehicles, battling against each other in the futuristic Vehicle Combat League (VCL). Only the fiercest competitors will survive to fight in the championship tournament, ***Motor Mayhem***.

The year is 2025, and vehicle combat has skyrocketed in popularity since the VCL introduced the sport in which combat athletes in highly modified vehicles demolish each other in colossal arenas to become the ultimate fighting champion. VCL competitors will choose from nine outlandish characters and will fight across eight vast multi-stage arenas. ***Motor Mayhem*** characters are intensely animated in their vehicles and players' control them as they pilot their rigs, deploy spectacular special attacks, and demolish huge interactive combat arenas. In addition, elaborate modifications can be made to the combat vehicles and characters can upgrade their personal armament to give them an edge over their opponents.

“***Motor Mayhem*** brings an edgy element to our PlayStation2 line-up that will appeal to the masses as well as the hardcore gamers that will purchase the new game console,” said David Riley, director of marketing for Infogrames. “With up to four-player split-screen pandemonium and spectacular special effects, this game really takes advantage of the technology that the PlayStation2 has to offer.”

Tournaments will take place in eight action packed, reality-based locations including an
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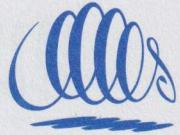
aircraft carrier, a major international airport, industrial sites, and more. Arenas are carved out of hyper-realistic and highly animated locations, featuring destructible architecture; elaborate traps players can deploy against each other; and detailed environmental effects. Battles can take the form of a VCL "last man standing" event, in which the last competitor who has not been obliterated wins; cooperative battles, in which players team up against computer-controlled opponents; and hardcore traditional deathmatches.

Developed by Beyond Games Inc. on their next generation Brainstorm Engine, ***Motor Mayhem*** features breathtaking special effects including demolition physics, completely animated vehicles, over the top explosions and weapon effects, dynamic lighting and detailed destructible environments. ***Motor Mayhem*** will reach most major retail stores in early 2001.

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**INFOGRAMES, INC. UNVEILS SECOND PLAYABLE CHARACTER IN
*ALONE IN THE DARK™: THE NEW NIGHTMARE™***

***Aline Cedrac Joins Edward Carnby In Highly Anticipated
Supernatural Thriller***

LOS ANGELES, CA, May 11, 2000 – Strong, determined, troubled, independent, conflicted – just a few words to describe the unmistakably striking Aline Cedrac. Unveiled today at the Electronic Entertainment Expo (E3), Aline is the second playable character in Infogrames, Inc.'s upcoming spine-tingling chiller, *Alone In The Dark: The New Nightmare*.

The latest in the myriad of exciting nuances that players can expect from the originator of the survival/horror genre, players will now have the opportunity to play the game from two different perspectives, through Edward Carnby, the infamous supernatural detective, or Aline Cedrac, a high-spirited adventurer and anthropologist. Bringing an additional element of mystery to the storyline, Aline has her own motivations and reasons for being on the cryptic island off the coast of Maine, Shadow Island.

“Intense anxiety and fear are the key emotions *Alone in the Dark: The New Nightmare* is trying to invoke in its players and having the ability to play the game from two different viewpoints enhances those emotions even further,” said David Riley, director of marketing for Infogrames. “The character, Aline Cedrac is not only a remarkable addition to the storyline of this game but is also an indication of the shift in character style in the horror/survival genre toward a more intelligent, instinctive persona.”

Along with the two playable characters, there will be ten additional characters that Aline and Edward will interact with throughout the game. Each of these non-playable characters will either help or hinder their efforts of discovering the truth hidden on Shadow

-more-

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Island. Will Aline or Edward ever escape the sinister clutches of the impending doom that lurks on this island?

Developed by DarkWorks, *Alone In The Dark: The New Nightmare* is coming to the PlayStation® game console, Sega® Dreamcast™ game console, personal computer and Game Boy® Color and will reach most major retail stores this fall. For additional details and updates on the newest edition in the Alone In The Dark series visit the official Web site at www.aloneinthedark.com.

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WIZARDWORKS SET TO LAUNCH FIRST PLAYSTATION® GAME CONSOLE TITLE WITH *PETER JACOBSEN'S GOLDEN TEE GOLF™*

Popular Arcade Franchise Makes its Way to Leading Console Platform

LOS ANGELES, CA, May 11, 2000 – After revolutionizing the causal gaming market with mega hits such as *Rocky Mountain Trophy Hunter* and the multi-million selling *Deer Hunter* franchise, WizardWorks, a division of Infogrames, Inc., delivers its first PlayStation® game console release with ***Peter Jacobsen's Golden Tee Golf™***. Created by Incredible Technologies, ***Golden Tee Golf*** debuts on the PlayStation this June after years of astounding success in the arcades.

"Developing games for the PlayStation is an exciting step in our company's evolution as a complete publisher with a broad range of titles across several platforms," said Paul Rinde, senior vice president of WizardWorks. "***Golden Tee Golf*** has been an extremely popular coin-op game since 1996, and we hope to build on that tremendous fan base by delivering the same exciting game play into the home."

Golden Tee Golf captures the fun, feel and flow of the real game of golf with an intuitive and user-friendly interface. The game's advanced 3D engine and true ball physics combine to provide a compelling sense of realism for players. The result is a gaming experience that's easy to learn with rich and addictive game play. "Bringing one of the most played and popular arcade games home to the PlayStation format offers a great opportunity to expand the reach of the franchise," said Larry Hodgson, vice president of Product Development at Incredible Technologies and the original developer of the *Golden Tee 3D Golf* coin-op game. "By partnering with WizardWorks, we're combining their expertise in the casual gaming market with IT's advanced technology and name recognition of the ***Golden Tee Golf*** franchise."

Golden Tee Golf for the PlayStation features 12 beautifully landscaped and custom designed 18-hole courses, including six original and six mirrored courses that can be unlocked after beating the computer-generated player in the tournament mode. Players can choose from classic country club courses, spectacular seaside links and desert splendors of the following courses:

- Pine Creek
- Coral Ridge
- Red Sands
- Woodland Ridge
- Pearl Bay
- Echo Canyon

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Each course includes the challenges and objects that interact realistically with the player's ball. Hitting a tree trunk, for example, produces a very different effect than knocking the ball through the trees leaves. The result is an environment in which players can make thrilling skill shots between – and even through – trees, bushes and other obstacles.

The PlayStation version has many enhancements that have been added to the game's coin-op 3D engine, including dynamic flags, fog, water reflections, multi-layered shadows, animated birds and full screen replays with multiple adjustable camera views. All-new artwork of professional golfer Peter Jacobsen is digitally captured and seamlessly integrated, while utilizing dozens of animated reaction sequences.

Additional Features Include:

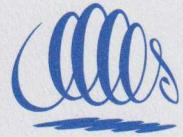
- Digital and analog controls let players swing naturally in real-time;
- Varied crowd reactions, a hushed announcer and natural ambient background sounds provide for an immersive game environment;
- Informative tips by Peter Jacobsen;
- Detailed leader boards, statistics and course fly bys;
- Multiple game modes including stroke play, skins, bingo bango bongo, speed golf and club roulette;
- Five difficulty settings, changing pin and tee placements, coupled with variable wind velocity and green contour provides extensive replay value.

Incredible Technologies, Inc., headquartered in Rolling Meadows, Illinois, is the second largest designer and manufacturer of coin-operated video games in the U.S. Founded in 1985, IT develops state-of-the-art hardware and software entertainment products, including coin-op, console and consumer game titles. More information about IT and its products can be found at <http://www.itsgames.com>.

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INFOGRAMES, INC. SENDS SONY® PLAYSTATION® ON A CARTOON RIDE WITH *LOONEY TUNES™ RACING*

***Famous Looney Tunes Cartoon Characters Go Head-To-Head
This Fall In Zany Kart Racing Fun***

LOS ANGELES, CA – May 11, 2000 – Rev up your engines – it's time to burn some Looney Tunes Rubber! Infogrames, Inc. (Infogrames) announced today that it is bringing everyone's favorite Looney Tunes characters to life in ***Looney Tunes Racing***, a new kart racing game for Sony PlayStation. The game, which reaches most retail stores this fall, lets players take control of the wackiest bunch of cartoon characters in an all-out race to the finish.

In the game, ACME™ Corporation, the corporate juggernaut behind such successful products as the ACME Disintegrator and the ACME Rocket Powered Roller Skates, is sponsoring a number of racing contests all over the world of Looney Tunes to compete for the wackiest racing champion title. Players choose from eight popular Looney Tunes characters, including Bugs Bunny™, Daffy Duck™, Lola Bunny™, Marvin The Martian™, and Tasmanian Devil™, plus additional bonus characters, all with their own custom karts and custom character animations. The characters are true to their rich identities and interact with each other as they would in a real Looney Tunes cartoon. Enhancing the experience are official Warner Bros. voice actors and an original interactive musical score inspired by classic Merrie Melodies™, each bringing the characters and game to life.

"***Looney Tunes Racing*** brings new innovative gameplay mechanics and twists to the kart racing genre," said Larry Lee, director of product marketing for Infogrames. "With the irreverent characters, player-activated pranks, interactive racing environments, and cartoon-derived laughs, the game has the look and feel of actually participating in a Looney Tunes cartoon."

Players will race their characters through 16 unique tracks, including many infamous locations made popular from the Looney Tunes cartoons, such as the Hollywood Sound Stage and

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INFOGRAMES, INC.

Marvin The Martian's Planet X. Each track will feature unique environmental gags and traps players can activate themselves, like huge sandbags that players can trigger to squash opponents or throwing fluffy cream pies to splatter in the face of a competitor to slow him down.

Looney Tunes Racing also features two wild one-player racing modes as well as two-player split-screen mayhem in hilarious multi-player modes. The two-player modes include Vs. mode, Battle mode, and Wacky mode, offering players a variety of different racing options to keep the racing challenge fresh and exciting. Vs. mode allows two players to compete against each other on a single track. Set in an arena, Battle mode's objective is not to race, but to survive the pranks and tricks employed by opponents and be the last man standing. Wacky mode is our two-player version of a party game, where 3, 5 or 9 level tournaments are set up at random, and players are challenged over a variety of terrain types and game styles. Because of the random generation of levels in Wacky mode, *Looney Tunes Racing* is never the same game twice, making gameplay virtually endless.

Developed by Infogrames' San Jose Label, *Looney Tunes Racing* will be available this fall at most major retail outlets.

Warner Bros. Consumer Products, a division of Warner Bros., a Time Warner Entertainment Company, L.P., is one of the leading and most diversified licensing and retail merchandising organizations which includes a vast library of intellectual properties and the Warner Bros. Studio Stores, including wbstore.com, our e-commerce website. With over 3,700 licensees, Warner Bros. Consumer Products licenses the rights to names, likenesses and logos for a variety of entertainment properties, categories, and Warner Bros. name icons that include Looney Tunes, Batman, Superman, Scooby-Doo, The Wizard of Oz, Friends, ER, and its newest member, Harry Potter.

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Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' Web site at www.us.infogrames.com.

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**INFOGRAMES, INC. PARTNERS UP LEGENDARY CARTOON
CHARACTERS IN *LOONEY TUNES*™:
BUGS BUNNY™ & *TAZ*™ *TIME BUSTERS*!**

*America's Favorite Hare And Devil Go Back In Time On
The PlayStation® Game Console And PC This Fall!*

LOS ANGELES, CA, May 11, 2000 – Let's do the time warp again! Infogrames, Inc. (Infogrames) officially announced today that ***Looney Tunes: Bugs Bunny & Taz Time Busters!*** is coming to the PlayStation game console and personal computer this fall. Join the whirling dervish of perpetual motion and the debonair carrot-munching hare as they team up in a wild adventure through time!

While on duty as the top pest controller for "Jet Age Pest Control," Daffy Duck™ accidentally breaks Granny™'s time regulator and is thrown back in time with the core of the machine, a precious gem. It's up to our heroes, Bugs Bunny and the Tasmanian Devil™ to bring back this gem and restore the time order. To do so, this unlikely pair will have to travel through five different eras and outsmart some of the toughest Looney Tunes adversaries around, like Yosemite Sam™, Elmer Fudd™, Nasty Canasta™, Babba Chop™, and Count Bloodcount™.

"Bringing two of America's favorite cartoon characters together in a two-player cooperative Looney Tunes adventure game will entertain kids of all ages and their families," said Larry Lee, director of marketing for Infogrames. ***Bugs Bunny & Taz Time Busters!*** offers players hours of cartoon antics guaranteed to tickle your funny bone!"

In the latest Looney Tunes adventure game, players will experience totally original gameplay through cooperative play – in single player mode, players can choose to be either Bugs or Taz and switch between them to conquer different obstacles, or team up

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with friends in two-player mode and complete the adventure together. Adding to the fun, players will lead Bugs and Taz through five exciting Looney Tunes inspired time periods to acquire the all-important gem – The Aztec Era, the Viking Era, the Arabian Nights, the Wild West, and Transylvania. In each of these eras, players will face a wide variety of challenges including sporting contests, arcade games, and an array of different bosses.

Developed by Artificial Mind and Movement in Quebec, *Looney Tunes: Bugs Bunny & Taz Time Busters!* will reach most major retail stores this Fall.

Warner Bros. Consumer Products, a division of Warner Bros., a Time Warner Entertainment Company, L.P., is one of the leading and most diversified licensing and retail merchandising organizations which includes a vast library of intellectual properties and the Warner Bros. Studio Stores, including wbstore.com, our e-commerce website. With over 3,700 licensees, Warner Bros. Consumer Products licenses the rights to names, likenesses and logos for a variety of entertainment properties, categories, and Warner Bros. name icons that include Looney Tunes, Batman, Superman, Scooby-Doo, The Wizard of Oz, Friends, ER, and its newest member, Harry Potter.

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**INFOGRAMES, INC. ROUNDS UP THE LIL' DOAGIES WITH
*LOONEY TUNES™: SHEEP, DOG 'N WOLF***

***Looney Tunes Favorites Gather On The PlayStation®
Game Console In Early 2001!***

LOS ANGELES, CA, May 11, 2000 – Ah...springtime on the prairie. The flowers in bloom, the birds are singing and the sheep are plump, juicy and ready for the picking! Infogrames, Inc. (Infogrames) officially announced today that wild sheep stealing fun is coming to the PlayStation game console in ***Looney Tunes: Sheep, Dog 'N Wolf***. The game combines a unique blend of strategy and puzzle elements while incorporating the timeless humor and cartoon antics of the Looney Tunes cartoon universe.

“***Looney Tunes: Sheep, Dog 'N Wolf*** is the perfect title for everyone in the family,” said Larry Lee, director of marketing for Infogrames. “It offers innovative, challenging gameplay as well as hilarious cartoon style animation modeled after one of the great Looney Tunes cartoons. It is definitely one of the highlights in our family entertainment line-up.”

Inspired by the classic Looney Tunes cartoon starring Sam Sheepdog™ and Ralph Wolf™, players will help Ralph Wolf weave his way in and out of the sheep herd in hopes of stealing the fluffy unassuming lamb chops away from Sam Sheepdog's watchful eye. Players will also have an endless supply of outrageous ACME™ equipment to assist in the sheep wrangling fest.

Developed by Infogrames Lyon House, ***Looney Tunes: Sheep, Dog 'n Wolf*** will reach most major retail stores this fall.

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INFOGRAPHES, INC.'S DUKE NUKEM SCORES BIG WITH NEWEST GAME FOR THE PLAYSTATION® GAME CONSOLE: 'PLANET OF THE BABES'

***Only the King of Action Can Rescue a Planet of Beautiful Babes;
No One Said Being Duke was Easy!***

LOS ANGELES, May 11, 2000 – Babes. Lots of them in desperate need of help.

That's all the argument necessary to recruit gaming's undisputed King of Action into saving a planet as Infogrames, Inc. unleashes ***Duke Nukem: Planet of the Babes*** for the PlayStation® game console. Developed by n-Space, ***Duke Nukem: Planet of the Babes*** is slated to hit stores in May, and features white-knuckling combat through interactive, high-resolution 3D environments. With scores of new weapons, enemies and advanced artificial intelligence, Duke is in for the fight of his heroic life.

"***Planet of the Babes*** shoots high and scores a true milestone release in the Duke Nukem franchise," said Martin Currie, director of marketing for Infogrames. "***Planet of the Babes*** delivers mature, compelling game play that pushes the envelope with no-holds-barred combat, high-resolution graphics, and an innovative Duke survival system that replaces the typical health system found in all other shooters and, lest we forget, lots of babes."

In Earth's distant future, an alien race has launched a full-scale invasion; sinking the human population into anarchy and terror. The aliens then embark on their hideous primary objective: wiping out the male population so they can enslave women for use in their hybridization program. However, some women managed to escape and form the Unified Babe Resistance (UBR).

But the meager UBR defenses are being annihilated by a powerful new alien weapon, and with all hope nearly lost, they turn to Earth's legendary hero, Duke Nukem. Using a time portal device, the UBR track down Duke and make his choice very simple: help them or there will be no chicks in the future. Without hesitation, Duke answers, "Let's Rock."

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Features include:

- Innovative "Ego-based" health system for Duke Nukem, who will gain and lose Ego based on his actions in the game;
- 24 fully detailed levels including 14 single player levels, four challenging training areas, and six multiplayer levels, all packed with explosive secret areas;
- High-tech inventory including Infra-red goggles, Jetpack, Teleporter, Gas Mask and Duke's high-tech Shades Operating System;
- Arsenal of weapons including Blaster, Flamer, RPG, and Grenade Launcher; plus Duke's new official weapon, the golden Desert Eagle. Each weapon also includes an auto-aiming option;
- Over 20 Deadly new enemies including Mutant Gorillas, Chimpanzees and Orangutans, Hunter-Killer Babes, Hoglodytes, plus perennial favorites such as Pig Cops and Octabrain;
- Mission-based game play featuring more than 25 real-time cinematic sequences to advance the plot. Also featuring un-lockable 'blooper' outtakes;
- Intense first-person perspective, multiplayer support for two players, and includes three modes of split-screen viewing;
- Improved controls! **Planet of the Babes** offers jumping, climbing, swimming, jetpacking and zero gravity exploration. Duke will also "auto-action" simple tasks such as opening doors or climbing short ledges, making game play more user-friendly.

Duke Nukem: Planet of the Babes is now available at an estimated retail price of \$49.95.

Additional information can be found on the World Wide Web at

<http://www.duke-nukem.com>

n-Space, Inc. (www.n-space.com) based in Orlando, Florida, is a leading developer of entertainment software for the PlayStation and Microsoft Windows. Established in 1994, n-Space creates compelling, state-of-the-art games with cutting-edge 3D technology and vivid, inspiring imagery. n-Space enjoyed great success with *Duke Nukem : Time to Kill* and *Rugrats 1 & 2*, and has just completed *Die Hard Trilogy 2*. n-Space is represented by Interactive Studio Management, LLC.

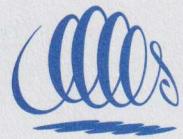
3D Realms Entertainment develops compelling interactive entertainment that takes advantage of the latest 3D gaming technology, with a focus on the PC platform. Best known for the Duke Nukem game franchise (since 1991), 3D Realms creates content rich games that focus strongly on central characters. With its offices near Dallas, Texas, 3D Realms, a division

of Apogee Software, Ltd., has been a key innovator since 1987, when it pioneered the shareware approach to game distribution. The company is now one of the best known and respected developers of computer entertainment worldwide.

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Hogs of War™ FACT SHEET

Platform - Sony® PlayStation®

Availability - Q2 2000

Developer - Infogrames UK

Publisher - Infogrames, Inc

Product Description:

Hog World is at war! Join the British, French, American, German, Japanese, and Russian armies in a hilarious all-out fight to the finish!

Six mighty nations are struggling to overpower each other in the pursuit of territorial and technological gains. Players are thrown into a massive 3D battlefield with an army of three to six maniacal oinkers armed with an arsenal of debilitating weapons. Limited by time, players must quickly use their keen wits and cunning abilities to pummel their opponent before the game automatically switches to the next team, leaving them at the mercy of their adversary.

Hogs of War features single and multi-player modes, allowing gamers to play alone or to execute diabolical moves against their friends. An added bonus to the pork fighting mayhem is a level generator, which enables players to produce an endless number of levels, creating hours and hours of ridiculous pig-battling fun.

The main emphasis of the game is to be humorous, this is reinforced both with the on-screen action, the exotic weaponry available and the voices of the Pigs of the game.

Key Features:

- 25 missions to tackle in single player mode using any of 6 armies
- Exotic weaponry include Sniper rifles, Ripple bombs, Madness gas and Jetpacks
- Vehicle your pigs in tanks, boats and artillery guns
- Full multi-player mode
- Pig promotion surviving pigs can be promoted through the ranks by spending promotion points
- Comprehensive training level for skill development before going into battle
- Dynamic voice characterization and script

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www.us.infogrames.com

***NGEN Racing™***
FACT SHEET**Platform** - Sony PlayStation®**Availability** - Q2 2000**Developer** - Curly Monsters**Publisher** - Infogrames, Inc**Product Description:**

It is 2012 In a world of global peace, military jets have been modified to become ultra sophisticated racing machines ***NGEN Racing*** the ultimate power sport has been born

In a new kind of underground sport, the world's most advanced fighter craft are modified and enhanced for extreme low-level flight and equipped with ultra sophisticated non-lethal warheads Players will be thrown into the cockpits of up to 40 genuine high-speed fighter jets to compete on gigantic racing circuits built in real world places as exotic as desert canyons and arctic mountains The more races you win, the more customizing options you get to make your plane into the ultimate racing machine

Any adrenaline junkies can pilot these powerful sportscraft All you need is a permit and an appropriately classified aircraft Battle your way up the ranks to conquer the preeminent award of Supreme Champion

Key Features:

- Fly up to 40 high speed fighters jets and choose between arcade or pro-flight models
- Race over 14 world-famous locations
- Fully customizable jet mode buy, sell or modify your jet
- Two player split-screen action – head-to-head or “power ball” mode
- A large variety of weapons including missiles, rockets, guns and flares
- Arcade and NGen modes
- Ultra TV -style replay mode

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Koudelka™
FACT SHEET

Platform - Sony® PlayStation®

Availability - Q2 2000

Developer – SNK Corporation

Publisher - Infogrames, Inc

Product Description:

The game puts the player in the role of ***Koudelka*** lasant, a psychic drawn to the Nemeton Monastery through a ghostly vision to unravel a sinister mystery. ***Koudelka*** is not alone in her quest for answers. She is joined by Edward a thrill seeker and James, a holy man, who aid her in the journey. Turn-based battles take place on 3D tactical maps with powerful magic spells and an arsenal of weaponry that will help fight the evil housed within the walls of the monastery.

The monastery itself is rendered in graphically haunting, lifelike 3D backgrounds and the game boasts beautifully developed cinematics that focus on the intense storyline. In addition, all three characters in the story will be playable and each will grow throughout the game as the player customizes them with pick-up items picked up along the way.

Key Features:

- Fantastic cinematic scenes and musical score
- Fully customizable characters players will determine the character's growth
- An epic, intricate story to unravel in a gothic horror atmosphere
- A large variety of weapons and magic to choose from when battling
- Beautifully rendered 3D backgrounds

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**INFOGRAMES BRINGS DAY-TO-NIGHT-TO-DAY RACING
ACTION TO SEGA® DREAMCAST™ WITH
TEST DRIVE® LE MANS®**

24-Hour Racing Game Offers All New Teams, Tracks And Game Modes

Los Angeles, CA – May 11, 2000 – Infogrames, Inc (Infogrames), a global publisher of interactive entertainment software, announced today that its 24-hour racing simulation, **Test Drive Le Mans**, is being developed for Sega Dreamcast. The game will offer all-new features including new racing teams, new tracks and all new game modes exclusive for Dreamcast. **Test Drive Le Mans** for Sega Dreamcast will be available in Winter 2000. **Test Drive Le Mans** is currently available for the personal computer and the Sony® PlayStation® Game Console and will be available for the Nintendo® Game Boy® Color in June 2000.

“**Test Drive Le Mans** tests the skill and endurance of racing fans with 60 frames per second of racing action,” said Laddie Ervin, director of marketing for sports and racing at Infogrames. “**Test Drive Le Mans** challenges players to race for 24 hours at 200 mph with sparks flying, cars sliding, crowds cheering and absolutely no margin for error.”

Capturing the true essence of Le Mans racing with its around-the-clock, day-to-night-to-day lighting conditions, **Test Drive Le Mans** is the officially licensed game of the 24 Heures du Mans®. **Test Drive Le Mans** for Dreamcast offers more than 30 vehicles and 10 tracks, as well as realistic physics and graphical effects such as dust, smoke, sparks and real-time shadows.

Test Drive Le Mans’ five game modes include Le Mans, Quick Race, Championship, Time Trial and four-player Multiplayer. The Le Mans mode offers players a chance to simulate the 24-Hour race by choosing time-compressed 12 minute, 24 minute, one hour or six hour modes, or they can participate in an actual 24-Hour race.

(more)

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Test Drive Le Mans offers an accurate recreation of the world-famous Le Mans circuit track as well as nine other Le Mans tracks. New tracks that are exclusive to the Dreamcast include Brno, Donington National and Donington Grand Prix, Catalunya National and Catalunya Grand Prix, Suzuka National, Suzuka Medium and Suzuka Grand Prix.

Test Drive Le Mans offers two broad competition classes GT and Prototypes. New racing teams for Dreamcast include among others, the Newcastle United Lister Storm and Jabouille Bouresche. Other teams include Nissan Motorsports, Toyota Motorsports, Panoz Motorsports, BMW Motorsports, Team Oreca, Chamberlain Engineering and Konrad Motorsport.

With up to 40 cars competing in each race at one time, players can expect the same challenges that real Le Mans drivers face when their tires lose traction and gas and oil levels drop, forcing them to pit their vehicles. While in the pits, players can change tires, re-fuel their vehicle, or they can make repairs to their vehicle.

Test Drive Le Mans for Sega Dreamcast is being developed by Infogrames Melbourne House and published by Infogrames. **Test Drive Le Mans** will offer two, three or four player multiplayer support via split-screen. For more information visit the web site at www.tdlemans.com

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TICKET TO DRIVE! INFOGRAMES AND REFLECTIONS READY DRIVER 2 FOR THE HOLIDAY SEASON

'The Wheelman' Goes Undercover With Over-The-Top Driving Action

LOS ANGELES, CA, May 11, 2000 – The game that took 1999 by storm is back in an all-new sequel as Infogrames Inc , a global publisher of interactive entertainment software introduces *Driver 2* for PlayStation® game console Developed by Reflections, an internal studio of Infogrames that has produced three straight million-selling PlayStation games, *Driver 2* takes center stage this holiday season as one of the year's most eagerly anticipated releases Featuring a completely new level of interactivity including split-screen multi-play, *Driver 2* is poised to set a new benchmark for driving games

Violence ignites Chicago when a U S crime lord's bookkeeper, Pink Lenny, cuts a deal with his boss' greatest rival, a Brazilian gangster Players once again assume the role of Tanner and go undercover with a new partner, Tobias Jones, to defuse the violence Due to Lenny's deal, Tanner quickly realizes that the Brazilian gangsters are in a position to crush their U S counterpart, and it's up to Tanner to find Lenny first and restore the balance of power and equilibrium

“*Driver 2* goes to the next level from both technological and creative standpoints, yet still retains the key elements that made its predecessor one of 1999's breakout hits,” said Martin Currie, director of marketing for Infogrames “We're confident that the addition of multi-play, production-quality cut-scenes, and enhanced levels of interactivity will further extend the reach of this cornerstone franchise”

Features Include:

- **Four New Cities** – Realistic recreations of Chicago, Las Vegas, Havana (Cuba), and Rio de Janeiro (Brazil)
- **More Realistic Streets** – All cities now feature curved roads including lifelike on-and-off freeway ramps and twisting mountain roads, allowing for a more realistic and challenging driving experience
- **Greater Interactivity** – Players can get out of the car to perform tasks on foot including setting detonator timers, unlocking doors, and flipping shutter switches

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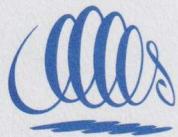
- **Take a New Ride** – When walking around the environment, Tanner can “commandeer” any vehicle on the road including buses, fire trucks, muscle cars, and more
- **Enhanced Story Line and Cut-Scenes** – Graphically enhanced cut scenes with full character lip-syncing, improved model detail, and a gripping story line
- **40 New Missions** – Wide variance in mission objectives and strategies including getting out of the car to perform tasks inside buildings, changing vehicles to elude the bad guys, and more
- **Multi-play** – Two-player split-screen mode with its own unique driving area and games (Undercover mission mode not available in multi-play due to massive size and freedom in cities)
- **Life-like Pedestrians** – Greater range of pedestrian actions including sun bathing on beach, sitting or standing and chatting, walking in and out of buildings, and much more
- **New Driving Games** – In addition to some old favorites, players can look forward to new driving games including classic racing and a slalom-style “beat the clock”
- **Adrenaline Pumping Soundtrack** – Complete soundtrack assembled in conjunction with Polygram/Universal

Driver 2 for PlayStation is scheduled for release this fall and will be available at most major retail stores

Infogrames Entertainment, S A (Paris Bourse SICOVAM 5257) is a worldwide leader in the interactive entertainment software industry. Headquartered in France, the company develops and publishes award-winning computer and video games for the PlayStation® game console, PlayStation®2 computer entertainment system, Nintendo® 64, Nintendo® Game Boy® Color, Sega® Dreamcast™, and personal computer platforms. Founded in 1983 by chairman and CEO Bruno Bonnell, Infogrames' 17-year history has produced many award-winning franchises, such as Test Drive®, V-Rally™, Driver™, Independence War™, Unreal™, HardBall®, Oddworld™, and Alone In The Dark™. The company is also known for its long list of well-known licenses including Warner Bros Looney Tunes™, Mission Impossible™, Le Mans 24 Hours®, AM General Hummer®, Harley-Davidson®, and Dodge® Viper.

Based in New York, Infogrames, Inc is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' Web site at www.us.infogrames.com

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INFOGRAMES, INC. TAKES SEGA® DREAMCAST™ ON A COSMIC TRIP WITH LOONEY TUNES™: SPACE RACE

Famous Looney Tunes Characters Take Racing Into Orbit This Fall

LOS ANGELES, CA – May 11, 2000 – Strap on your helmet, it's going to be a Looney Tunes ride! Infogrames, Inc (Infogrames) announced today that it's bringing everyone's favorite Looney Tunes characters to life in ***Looney Tunes: Space Race***, an unearthly arcade racing game for Sega Dreamcast. The game, which reaches most retail stores this fall, will be the first Looney Tunes title brought to the new console.

The Acme™ Corporation, maker of the universe's most sought after products, is the sponsor of the wildest race of the new Mil-Looney-Um, ***Looney Tunes: Space Race***. The game's objective is to achieve top prize -- a lifetime's supply of ACME products! Up to four players will take on the role of six different Looney Tunes characters and their outrageously unique rocket-powered space vehicles including Bugs Bunny™ in his Carrot Racer and Elmer Fudd™ in his Sabre Jet. Inspired by the world of Looney Tunes, players will race through graphically rich, intricately detailed environments and interact with other characters in genuine Looney Tunes style, placing them in the middle of a lifelike Looney Tunes' cartoon.

"The Dreamcast technology provides the perfect backdrop for the classic cartoon mayhem that takes place in ***Looney Tunes: Space Race***," said Larry Lee, director of product marketing for Infogrames. "Players of all ages will marvel at the crisp, brilliant graphics of the environments and the fluid, realistic gameplay. Participating and interacting on this level with the world of Looney Tunes is any kid's dream."

In the only hover-craft style racing game in outer space with licensed characters for the Dreamcast, players will race their characters through 12 unique Looney Tunes inspired tracks.

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such as the Off World City, the Asteroid Belt and Planet ACME. Each track will feature unique environmental gags, challenging jumps, tunnels, shortcuts and traps players can use to help them get ahead in the race. In addition to the six playable characters, there are seven more popular Looney Tunes characters that make special appearances, including Foghorn Leghorn™ who stars as the event announcer and Lola Bunny™ as the trackside reporter.

Developed by Infogrames' Melbourne House, *Looney Tunes: Space Race* will be available this fall at most major retail outlets.

Warner Bros Consumer Products, a division of Warner Bros., a Time Warner Entertainment Company, L P, is one of the leading and most diversified licensing and retail merchandising organizations which includes a vast library of intellectual properties and the Warner Bros. Studio Stores, including wbstore.com, our e-commerce website. With over 3,700 licensees, Warner Bros. Consumer Products licenses the rights to names, likenesses and logos for a variety of entertainment properties, categories, and Warner Bros. name icons that include Looney Tunes, Batman, Superman, Scooby-Doo, The Wizard of Oz, Friends, ER, and its newest member, Harry Potter.

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Based in New York, Infogrames, Inc. is a majority owned subsidiary of Infogrames Entertainment and serves as the headquarters for the company's operations in North America. For more information, visit Infogrames' Web site at www.us.infogrames.com.

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**Wacky Races™
FACT SHEET**

Platform – Dreamcast

Release Date – Q2 2000

Developer – Infogrames' Sheffield House

Publisher – Infogrames, Inc

Product Description:

Start your engines! Join Dick Dastardly, Muttley, Penelope Pitstop and the rest of the zany characters from the popular Wacky Races cartoon as they compete cross-country in equally crazy souped-up racing contraptions. Race to win the title of "Worlds Wackiest Racer!"

Wacky Races puts the player in the driver's seat of up to 11 different unique and outrageous vehicles ranging from the rock-solid, relentless Boulder Mobile driven by The Slag Brothers to the turbo-charged, streamlined Turbo Terrific operated precisely by Peter Perfect. Across 15 winding, tricky tracks and 3 battle arenas, players will try to trip each other up using the unique abilities of their vehicle. Each vehicle is armed with special gadgets and abilities including wacky ways to slow down, disable, and divert competitors and get past racetrack hazards.

One to four players can choose to race from six different modes including Wacky Cups, Straight Race, Battle Round, Boss Challenge, Time Trial and Versus

Key Features:

- Wacky race with up to 4 players
- Speed through 22 bumpy tracks filled with challenging jumps, tunnels, shortcuts and traps
- Three special track themes Desert Drifts, Snowy Peaks, and the Redwood Forest
- Battle opponents in three wacky arenas
- Discover hidden tracks, modes and features
- Choose from 11 wild vehicles, each with their own unique abilities and special gadgets
- Wacky Race multiple ways – Wacky Cup Challenge, Golden Muttley Challenge, Track Challenge, Battle Arena Challenge, Boss Challenge, Dastardly Time Trial and Versus modes
- Official Warner Bros /Hanna-Barbera actors used to comment on race events and results
- Simple and intuitive vehicle control
- Special effects made possible by the Dreamcast's advanced technology, such as the real-time black lining of the vehicles and characters, making the game more cartoon-like

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Boarder Zone™ FACT SHEET

Platform -- Sega® Dreamcast™

Estimated Release Date -- Fall 2000

Developer -- Housemarque

Publisher -- Infogrames, Inc

Product Description:

Following the impressive personal computer version, **Boarder Zone** is back on and all new for Dreamcast. An entirely new game, **Boarder Zone** is based on the same incredible engine. **Boarder Zone** combines seamless, jaw-dropping graphics with stunning tricks and incredibly realistic boarder movements. **Boarder Zone** has the playability of a fast paced arcade game while also offering realistic handling and gorgeous scenery. With its real time lighting effects and awesome backgrounds, **Boarder Zone** will surely dazzle Dreamcast owners.

Boarder Zone offers a free-ride mode, a training mode and four other modes: Snow park, Half Pipe, Big Air and Race. **Boarder Zone** also has special bonus sections including snowboarding video clips and a cool licensed soundtrack. Everything is here to make this game the best snowboarding game on the Dreamcast.

Key Features:

- New characters, new tracks, new game modes
- Only game to offer a free-ride option, allowing the player to go wherever he wants on the slopes
- A snowboarding game made by real snowboarders
- Realistic board-handling physics, weather effects and terrain
- Snowy environments presented in real-time calculated volumetric shadows, smooth landscapes and realistic sound effects
- Seven different characters to choose from, with one from each of the following countries: US, France, Japan, United Kingdom, Canada and Norway
- Licensed by Epitaph Labels, the game includes music from Pennywise, Millencolin, Bad Religion, Refused, No FX, Rancid, R L Burnside, Burning Heads
- Four event modes: Big Air, Half Pipe, Snow Park and Race
- A special training mode with a guide rider to help players master the tricks
- 2 player split screen multiplayer action

For more information visit www.us.infogrames.com or www.boarder-zone.com

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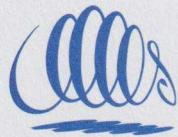
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***Stunt GP*TM**
FACT SHEET

Format -- Sega[®] DreamcastTM

Estimated Release Date -- Fall 2000

Publisher -- Infogrames, Inc

Developer -- Team17

Product Description:

With the ultimate fusion of gravity-defying stunts and lightning-speed racing, ***Stunt GP*** has graphically rich environments jam-packed with ramps, flyovers and loop-the-loops. Players perform exhilarating, daredevil stunts and combos while racing sensational vehicles at breakneck speeds. ***Stunt GP***'s stunning visuals provide total player immersion for maximum fun and adrenaline pumping action.

Key Features:

- An unparalleled fusion of gravity-defying stunts and lightning-speed racing
- Multitude of action-packed game modes including Arcade, Challenge and Season
- Stunt Recognition; points are awarded for killer stunts and combos
- Free-Form Stunt Bowl environment for extreme air and gut-wrenching drops
- Fire up Ramps, Crossovers, Flyovers, 360s and Loop-The-Loops
- Dynamic engine produces stunning visuals, looks real, feels real
- Challenging AI CPU vehicles have different personalities, style and abilities
- Stunt GP Accessory Catalogue, upgrade your car for maximum performance and handling
- Multiplayer racing action 2-player split screen

For more information, visit www.us.infogrames.com

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Demolition RacerTM --No ExitTM **FACT SHEET**

Platform -- Sega[®] DreamcastTM

Estimated Release Date -- Fall 2000

Publisher -- Infogrames, Inc

Developer -- The Pitbull Syndicate

Product Description:

Infogrames brings wild racing destruction to Dreamcast this fall with ***Demolition Racer--No Exit*** With 16 cars on a track at one time, the game lets players participate in fast action demolition derby races at 60 frames per second ***Demolition Racer--No Exit*** for Dreamcast will offer all of the same great gameplay as last fall's ***Demolition Racer*** for PlayStation[®], with enhanced graphics and many new Dreamcast-only features Dreamcast players will find all-new cars, new tracks and power-ups, and enhanced artificial intelligence

Key Features

- Collisions, damage and destruction on 16 different tracks and three bowls
- Real-time damage effects include smoke, fire, hoods flying off and tires wobbling
- 16 cars on a track during each race, with multiple car types competing against each other
- 10 completely new tracks and 14 new cars for Dreamcast
- Enhanced scoring system is more accurate while still using the easy to understand multiplier scoring system
- New league system is separated into themes including Industrial, City and Country leagues
- New power-ups include positive and negative point boxes, a power drain and a turbo boost
- The positive points power-up will add points to a player's score while the negative points power-up takes points away The power drain takes health away from the opponent that the player hits and applies it to the player's own car, and the turbo boost will allow a player to get a quick burst of energy to shoot them wildly down the track
- Weather effects and night driving new for Dreamcast
- Three different demolition derby bowl matches including the new ***No Exit*** bowl
- Licensed soundtrack includes Fear Factory, Cirrus, Junkie XL, Empirion and Tommy Tallarico
- 2-player split-screen multiplayer action

For more information visit www.demolitionracer.com or www.us.infogrames.com

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SILVER™
FACT SHEET

Platform – Sega® Dreamcast™

Estimated Release Date – Q2 2000

Developer – Spiral House

Publisher – Infogrames, Inc

Product Description:

The evil sorcerer Silver has ruled the magical world of Jarrah with an iron hand for more than a thousand years. Players take on the role of David, a mystical knight whose wife languishes helplessly in Silver's stronghold. David has sworn an oath to rescue his wife and destroy Silver and his power forever.

To complete his quest, David must obtain and master eight magical orbs that will allow him to summon the forces of fire, ice, life, lightning, earth, acid, time and light. These orbs will grant him the power to battle Silver's dark sorcery.

Silver combines the heart-stopping thrills gamers expect from a real-time action/adventure game with classic RPG depth of play.

Key Features:

- Direct character control puts players in the heat of the action
- Roam freely through the lands of Jarrah, exploring the tranquil island of Haven, the blasted ice plains, the underground rivers of blood at Metalon and more
- More than 50 unique characters, each with full-voiceovers
- Form your party, each with special abilities- Sekune, the master of archery, Cagen, the skilled martial artist, Jug with the strength of an ox, and more
- Real-time combat environment – different than the standard, turn-based system most commonly used in the RPG genre

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Test Drive V-Rally™ FACT SHEET

Platform -- Sega® Dreamcast™

Estimated Release Date -- Summer 2000

Publisher -- Infogrames, Inc

Developer -- Infogrames UK

Product Description:

Infogrames brings the race of champions to the Dreamcast this summer with **Test Drive V-Rally**. **Test Drive V-Rally** takes rally games to a whole new level of rally racing and sets new standards in driving physics, graphic presentation and depth of gameplay. The ultimate road racing game will offer more than 16 licensed rally cars, more than 84 tracks in real-world locations and real-time damage.

Test Drive V-Rally also offers a powerful track editor and generator, changing weather conditions, short cuts and a four-player split screen mode.

Key Features:

- More than 16 officially licensed 1999 world rally cars and 10 classic rallying bonus cars
- Four game modes including Arcade, Rally Championship, V-Rally Trophy and Time Trial
- Improved car physics with driving assistance
- Legendary fast V-Rally frame rate
- Transparent car windows with inside driver and co-pilot animations
- Progressive visual and dynamic car damage
- Progressive car damage
- Progressive dirt marks
- New and enhanced visual special effects in race animations on the roadside
- Cockpit view
- More than 200 miles of roads in 12 different countries to discover
- Stages with cross roads, short cuts and double road super stages
- Improved audio with new engine sounds
- Male and female co-pilot and driving teacher voices
- Full support of all racing devices

For more information visit www.us.infogrames.com

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